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AMENDMENT AND RESPONSE UNDER 37 C.F.R. § 1.111
Serial Number: 10/591,379
Filing Date: July 2, 2007
Title: DISPLAY FOR GAMING DEVICEPage 2
Dkt: 1842.040US1IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A gaming device comprising:
a gaming control unit;
a media control unit;
a secondary display device having a mask over an LCD display for masking selected portions of the LCD display to modify the ~~appearance~~ shape of pixels on the LCD display.
2. (Original) The gaming device of claim 1 wherein the mask comprises a stencil of round dots.
3. (Original) The gaming device of claim 2 wherein the mask is registered with the LCD to align the round dots with corresponding pixels on the LCD display.
4. (Currently Amended) The gaming device of claim 2 wherein the dots modify the ~~appearance~~ shape of the pixels on the LCD display such that they are perceived as round.
5. (Original) The gaming device of claim 2 wherein the mask further comprises a stencil of segments.
6. (Original) The gaming device of claim 5 wherein the segments are arranged in seven segments units for display of numbers.
7. (Original) The gaming device of claim 1 wherein the gaming device comprises a video slot machine.
8. (Original) A gaming device comprising:
a primary display unit for presenting a player with video representative of play of a game;
and

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- a secondary display, comprising:
 - a LCD for displaying content via pixels;
 - a mask having a stencil for passing selected portions of the pixels; and
 - a transparent protective layer over the mask.
- 9. (Original) The gaming device of claim 8 wherein the stencil comprises a matrix of dots aligned with the pixels to provide a low-tech appearance.
- 10. (Original) The gaming device of claim 9 wherein the dots are round, and the pixels are square.
- 11. (Original) The gaming device of claim 8 wherein the stencil changes the shape of groups of square pixels into large round dots.
- 12. (Original) A gaming device comprising:
 - a primary display unit for presenting a player with images representative of play of a game; and
 - a secondary display, comprising:
 - a LCD display for displaying content via pixels;
 - a mask coupled to the LCD having a stencil for passing selected portions of the pixels;
 - and
 - a transparent protective layer coupled over the mask such that selected portions of the pixels are visible through the mask and transparent layer to provide a low tech appearance of the content.
- 13. (Original) The gaming device of claim 12 wherein the mask comprises a matrix of round dots that smooth edges of the pixels.
- 14. (Original) The gaming device of claim 12 wherein the mask comprises matrices of different size round dots and comprises segments for forming numbers.

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15. (Currently Amended) A gaming device comprising:
a gaming control unit;
means for controlling media;
an LCD display controlled by the means for controlling media; and
means for masking the LCD display to modify the ~~appearance~~ shape of pixels on the LCD display.
16. (Original) A method comprising:
providing content to a LCD display for a secondary display of a gaming device;
representing the content on the LCD in square pixels;
masking the square pixels to smooth edges of the pixels to provide a low- tech appearance to a viewer with an appearance of increased resolution.
17. (Original) The method of claim 16 wherein the masking is provided by a stencil of large round openings in a mask.
18. (Original) The method of claim 16 and further comprising masking the square pixels to provide seven segment characters.
19. (Original) The method of claim 16 wherein the masking is provided by a stencil having a matrix of large round openings in a mask, and a matrix of smaller round openings.
20. (Original) The method of claim 19 wherein the masking is further provided by a stencil having segments to provide an appearance of a seven segment LED display.
21. (Currently Amended) A method comprising:
placing a mask on a display to modify the ~~appearance~~ shape of pixels being displayed on the display; and

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aligning the mask such that selected stencils on the mask line up with corresponding graphics being displayed on the display to provide a low-tech appearance to a viewer with an appearance of increased resolution.

22. (Original) The method of claim 21 wherein a seven segment stencil of the mask is aligned with alphanumeric characters being displayed on the display.
23. (Original) The method of claim 21 wherein a dot matrix stencil of the mask is aligned with a graphic image of a scene being displayed on the display.
24. (Original) The method of claim 21 wherein the mask covers only a portion of the display and is aligned with selected graphics being displayed on the display.
25. (Original) The method of claim 21 and further comprising fixing the mask to a top surface of the display.
26. (Original) The method of claim 25 wherein the mask is fixed with pressure sensitive adhesive.
27. (Original) The method of claim 25 wherein the mask is fixed with static electricity.
28. (Original) The method of claim 21 and further comprising selectively filtering light transmitted from the display through the mask.
29. (Original) The method of claim 21 wherein the graphics being displayed are provided by a flash card.
30. (Original) A mask comprising:
a substrate formed to attach to a display;

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a matrix of dots in the substrate that allow light to pass through the dots, wherein the dots are formed on the substrate in a position to smooth edges of display pixels to provide a low-tech appearance to a viewer with an appearance of increased resolution.

31. (Original) The mask of claim 30 wherein the substrate is formed of a flexible material.
32. (Original) The mask of claim 30 and further comprising a filter.
33. (Original) The mask of claim 30 and further comprising a seven-segment character stencil formed in the substrate.
34. (Original) The mask of claim 30 and further comprising an area of the substrate containing graphic images.
35. (Original) The mask of claim 30 and further comprising a transparent black layer that hides unlit graphics and alphanumeric characters.
36. (Original) A mask comprising:
 - a substrate formed to attach to a display;
 - a matrix of dots in the substrate that allow light to pass through the dots, wherein the dots are formed on the substrate in a position to smooth edges of display pixels to provide a low-tech appearance to a viewer with an appearance of increased resolution;
 - a plurality of seven-segment character stencils in the substrate in a position corresponding to characters to be displayed on the display; and
 - a filter supported by the substrate to filter light through the seven-segment character stencils.
37. (Original) The mask of claim 36 and further comprising an area of the substrate containing graphic images.

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38. (Original) The mask of claim 36 and further comprising substantially opaque areas on the substrate that allow some light to pass through from the display.
39. (Original) A mask comprising:
a substantially opaque substrate formed to attach to a display;
a matrix of dots in the substrate that allow light to pass through the dots, wherein the dots are formed on the substrate in a position to smooth edges of display pixels to provide a low-tech appearance to a viewer with an appearance of increased resolution;
a plurality of seven-segment character stencils in the substrate in a position corresponding to characters to be displayed on the display; and
wherein the stencils comprise areas of removed substantially opaque material supported by the substrate.
40. (Original) The mask of claim 39, wherein the stencils correspond to holes in the substrate.
41. (Original) A mask comprising:
a substrate formed to attach to a display having pixels; and
a stencil in the substrate that allows light to pass through the substrate, wherein portions of the stencil are colored to provide pseudo-electroluminescent graphics when lit by pixels of the display.
42. (Original) The mask of claim 41 wherein the stencil is completely colored.
43. (Original) The mask of claim 41 wherein the stencil is colored by silk screening.
44. (Original) The mask of claim 41 wherein the mask further comprises a matrix of dots that allow light to pass through the dots, wherein the dots are formed on the mask in a position to smooth edges of the display pixels to provide a low-tech appearance to a viewer with an appearance of increased resolution.

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45. (Original) The mask of claim 41 and further comprising a plurality of stencils allowing light to pass through the mask, such that at least part of a stencil creates an appearance of ultra-high resolution.

46. (Original) The mask of claim 45 wherein jagged edges of the underlying pixels are smoothed by the stencils.